

DEATH COMPANY MARINES

M

6"

T

5

SV

3+

W

2

LD

6+

OC

1

90-170 PTS

Base 32mm



- Cleave
- Close-quarters
- Combat Doctrines
- Feel No Pain 6+

3 BESCHUSS

Hand flamer

CLOSE-QUARTERS

TORRENT

R	A	BS	S	AP	D
9"	3	-	4	0	1

VERWUNDET

2+ T1-2

3+ T3

4+ T4

5+ T5-7

6+ T8+

Heavy Bolt Pistol

CLOSE-QUARTERS

R	A	BS	S	AP	D
18"	1	3+	5	-1	1

VERWUNDET

2+ T1-2

3+ T3-4

4+ T5

5+ T6-9

6+ T10+

Inferno Pistol

CLOSE-QUARTERS

MELTA 1

R	A	BS	S	AP	D
9"	1	3+	8	-3	D3+2

VERWUNDET

2+ T1-4

3+ T5-7

4+ T8

5+ T9-15

6+ T16+

Bolt Rifle - Focused Fire

HEAVY

RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	3+	6	-1	2

VERWUNDET

2+ T1-3

3+ T4-5

4+ T6

5+ T7-11

6+ T12+

Bolt Rifle - Saturation

ASSAULT

RAPID FIRE 1

R	A	BS	S	AP	D
24"	2	3+	5	-1	1

VERWUNDET

2+ T1-2

3+ T3-4

4+ T5

5+ T6-9

6+ T10+

Grenade Launcher - Frag

BLAST 1

R	A	BS	S	AP	D
24"	4	3+	4	-1	1

VERWUNDET

2+ T1-2

3+ T3

4+ T4

5+ T5-7

6+ T8+

Grenade Launcher - Krak

RAPID FIRE 1

R	A	BS	S	AP	D
24"	2	3+	10	-2	3

VERWUNDET

2+ T1-5

3+ T6-9

4+ T10

5+ T11-19

6+ T20+

Plasma pistol - standard

CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	7	-2	1

VERWUNDET

2+ T1-3

3+ T4-6

4+ T7

5+ T8-13

6+ T14+

Plasma pistol - supercharge

HAZARDOUS

CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	8	-3	2

VERWUNDET

2+ T1-4

3+ T5-7

4+ T8

5+ T9-15

6+ T16+

5 NAHKAMPF

Chainsword

R	A	WS	S	AP	D
Melee	4	3+	5	-1	1

VERWUNDET

2+ T1-2

3+ T3-4

4+ T5

5+ T6-9

6+ T10+

Power weapon

R	A	WS	S	AP	D
Melee	4	3+	5	-2	1

VERWUNDET

2+ T1-2

3+ T3-4

4+ T5

5+ T6-9

6+ T10+

Combat blade

R	A	WS	S	AP	D
Melee	3	3+	5	0	1

VERWUNDET

2+ T1-2

3+ T3-4

4+ T5

5+ T6-9

6+ T10+

Thunder Hammer

DEVASTATING WOUNDS

R	A	WS	S	AP	D
Melee	3	4+	8	-2	3

VERWUNDET

2+ T1-4

3+ T5-7

4+ T8

5+ T9-15

6+ T16+

Eviscerator

CLEAVE 1

R	A	WS	S	AP	D
Melee	3	3+	7	-2	2

VERWUNDET

2+ T1-3

3+ T4-6

4+ T7

5+ T8-13

6+ T14+

Power fist

R	A	WS	S	AP	D
Melee	3	3+	8	-2	2

VERWUNDET

2+ T1-4

3+ T5-7

4+ T8

5+ T9-15

6+ T16+

Black Rage

- This unit's melee attacks can re-roll hit rolls of 1.

- While this unit is not within 6" of one or more friendly Blood Angels Character models, or not within 12" of one or more friendly Chaplain models, it cannot make a fall-back move and its OC is modified to 0.

GEGEN DIESE EINHEIT

W5 - RW 3+ - 2 LP je Modell
WIRD VERWUNDET MIT

RETTUNGSWURF JE DS

DS 0

3+

Feel No Pain 6+ gegen jeden verlorenen LP

3+

S6-9

DS -1

4+

4+

S5

DS -2

5+

5+

S3-4

DS -3

6+

6+

S1-2

DS -4

-

1 KOMMANDO —	2 BEWEGUNG —	4 ANGRIFF —	 VERTEIDIGUNG —	<div>  IMMER / EINMALIG </div> An Honourable Death in Combat This unit's attacks: - Have [SUSTAINED HITS 1], if this unit is below starting strength. - Or: have [SUSTAINED HITS 2], if this unit is below half-strength.
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REGELN & KEYWORDS KURZ

Cleave This ability always takes the form [CLEAVE X].

Close-quarters Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06).

Combat Doctrines At the start of your Command phase, you can select one Combat Doctrine listed below.

Feel No Pain 6+ This ability always takes the form Feel No Pain X+.

ASSAULT Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).

BLAST Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (roun...

DEVASTATING WOUNDS Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of...

HAZARDOUS Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to...

HEAVY In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit: - That unit is unen...

MELTA This ability always takes the form [MELTA X].

RAPID FIRE This ability always takes the form [RAPID FIRE X].

TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

5-10x Death Company Marine w/Eviscerator oder Death Company Marine w/ Chainsword and Heavy Bolt Pistol oder Death Company Marine w/ alternate weapons oder Death Company Marine w/ Bolt Rifle oder Death Company Marine w/ Bolt Rifle and Grenade Launcher

Ausrüstung: Hand flamer, Heavy Bolt Pistol, Inferno Pistol, ► Bolt Rifle - Focused Fire, ► Bolt Rifle - Saturation, ► Grenade Launcher - Frag, ► Grenade Launcher - Krak, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Chainsword, Combat blade, Eviscerator, Power fist, Power weapon, Thunder Hammer

- This model's Heavy Bolt Pistol and Chainsword can be replaced with 1x Eviscerator.
- This model's Chainsword can be replaced with 1x Bolt Rifle or 1x Bolt Rifle.
- Each Death Company Marine w/ alternate weapons can replace its Chainsword with Bolt rifle and combat blade, Thunder Hammer, Power weapon or Power fist.